

LISTING OF CLAIMS:

1. (Currently Amended) A navigation system-based game apparatus comprising:
a guiding means for providing route guidance to a preset location, the guiding means
providing the route guidance to a game player;
an arrival determining means for determining an arrival at a guide point that is provided
as the preset location in the route guidance by the guiding means; and
a scoring means for scoring points based on the determination performed by the arrival
determining means and an arrival time at the guide point, and storing the score,
wherein the route guidance includes at least one of the following:
(a) a bearing and a distance between a location of the game player and the guide
point;
(b) a visual display of the physical location of the guide point on a displayed map;
and
(c) information reflective of an optimal route between a current location of the
game player and the guide point, the optimal route being calculated by the guiding means,
wherein the preset location includes predetermined points and a predetermined scoring
condition and the scoring means scores the points if the predetermined scoring condition is
satisfied at the arrival.

Claims 2 – 3 (Canceled).

4. (Previously Presented) The navigation system-based game apparatus according to
claim 1, wherein the arrival determining means determines the arrival at the preset location when
a distance between the preset location and a current position is within a predetermined distance.

Claims 5 - 6 (Canceled).

7. (Currently Amended) The navigation system-based game apparatus according to claim [[5]] 1, wherein the scoring means scores points based on time between an arrival at a previous guide point determined by the arrival determining means and an arrival at a current guide point that the guiding means provides as a preset location in the route guidance.

8. (Previously Presented) The navigation system-based game apparatus according to claim 1, wherein the guiding means displays at least one of preset locations and a line that connects the preset locations on a continual basis.

9. (Previously Presented) The navigation system-based game apparatus according to claim 1, wherein: the guiding means displays the preset locations and lines that connect the preset locations on a continual basis; and the guiding means indicates the line that connects the previous guide point and the current guide point differently from the other lines.

10. (New) A navigation system-based game apparatus comprising:
a guiding means for providing route guidance to a preset location, the guiding means providing the route guidance to a game player;
an arrival determining means for determining an arrival at a guide point that is provided as the preset location in the route guidance by the guiding means; and

a scoring means for scoring points based on the determination performed by the arrival determining means, an arrival time at the guide point and a preset time limit, and storing the score,

wherein the route guidance includes at least one of the following:

- (a) a bearing and a distance between a location of the game player and the guide point;
- (b) a visual display of the physical location of the guide point on a displayed map; and
- (c) information reflective of an optimal route between a current location of the game player and the guide point, the optimal route being calculated by the guiding means, wherein the preset location includes predetermined points and a predetermined scoring condition and the scoring means scores the points if the predetermined scoring condition is satisfied at the arrival.